

**EXAMINER'S AMENDMENT**

1. An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Robert Hirning on 7/18/2011.

The application has been amended as follows:

Please replace Claim 1 with the following:

A method for evaluating a game outcome on a gaming machine, the method comprising:

receiving during a runtime of a wagering game a game rules script, the game rules script comprising text specifying a set of displayable game elements used in the wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements;

parsing the game rules script into a game rules data structure;

generating a game outcome for display on the gaming machine, the game outcome including selected elements of the set of displayable game elements; and determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with evaluation of the selected elements against the

one or more rules provided by the game rules data structure by repeating, until all rules are compared:

comparing the selected elements against the one or more rules provided by the game rules data structure; and

removing a matching rule from the one or more rules and removing matching elements from the selected elements responsive to matching of the matching elements and the matching rule.

Please replace Claim 5 with the following:

The method of claim 4, wherein the dice game comprises a poker-style dice game with five dice.

Please replace Claim 9 with the following:

A method for evaluating a game outcome on a gaming machine, the method comprising:

receiving during a runtime of a wagering game a game rules script, the game rules script comprising text specifying a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements;

parsing the game rules script into a game rules data structure;

generating a game outcome for display on the gaming machine; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure; wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one displayable game element;

wherein determining if each match rule in the set of match rules for a winning outcome matches at least one displayable game element includes the tasks of:

a. comparing a displayable game element with a match rule in the set of match rules;

b. if the displayable game element matches a match rule, then:

removing the displayable game element from the set of displayable game elements to form a reduced set of displayable gaming elements, removing the match rule from the set of match rules to form a reduced set of match rules, executing tasks a and b on the reduced set of displayable gaming elements and the reduced set of match rules; and

c. determining that each match rule has been matched when no rules remain in the reduced set of match rules.

Please replace Claim 10 with the following:

A non-transitory computer-readable medium having disposed thereon a game rules script, the game rules script comprising:

text defining a set of displayable game elements used in a wagering game;  
text defining a set of winning outcomes for a game; and

text defining a set of rules for each winning outcome in the set of winning outcomes for the game, the rules expressed in terms of the text defining the set of displayable game elements for the wagering game;

wherein during a separate data processing step a game outcome is compared to the set of rules to determine if the game outcome matches the set of rules, by evaluating a set of displayed game elements from the game outcome to combinations of displayable game elements in the set of rules repeating, until all rules are compared:

a comparison of elements of the game outcome against the set of rules; and  
a removal of a matching rule from the set of rules and a removal of matching elements from the elements of the game outcome responsive to matching of the matching elements and the matching rule.

Please replace Claim 11 with the following:

The non-transitory computer-readable medium of claim 10, wherein the set of rules include a rank matching rule.

Please replace Claim 12 with the following:

The non-transitory computer-readable medium of claim 11, wherein the rank matching rule defines an exact match to a rank.

Please replace Claim 13 with the following:

The non-transitory computer-readable medium of claim 11, wherein the rank matching rule defines a numerical comparison to a rank.

Please replace Claim 14 with the following:

The non-transitory computer-readable medium of claim 10, wherein the set of rules includes a suit matching rule.

Please replace Claim 15 with the following:

The non-transitory computer-readable medium of claim 10, wherein the set of rules includes a wild card definition rule.

Please replace Claim 16 with the following:

The non-transitory computer-readable medium of claim 10, wherein each winning outcome in the set of winning outcomes includes a payout amount.

Please replace Claim 17 with the following:

A computerized gaming system comprising:  
a processor;

a memory;

a game rules script, said game rules script comprising text defining a set of displayable game elements used in the wagering game, the text further including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules expressed in terms of the set of displayable game elements;

a parser operable to parse the game rules script into a game rules data structure;

and

a gaming application operable in connection with the processor and the memory to:

generate a game outcome, the game outcome including selected elements of the set of displayable game elements;

determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with evaluation of the selected elements against the one or more rules provided by the game rules data structure by repeating, until all rules are compared:

a comparison of the selected elements against the set of match rules provided by the game rules data structure; and

a removal of a matching rule from the set of match rules and a removal of matching elements from the selected elements responsive to matching of the matching elements and the matching rule.

Please replace Claim 21 with the following:

The computerized gaming system of claim 20, wherein the dice game comprises a poker-style dice game with five dice.

Please replace Claim 25 with the following:

A computerized gaming system comprising:

    a processor;

    a memory;

    a game rules script, said game rules script comprising text defining a set of displayable game elements for a wagering game, the text further including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules expressed in terms of the set of displayable game elements;

    a parser operable to parse the game rules script into a game rules data structure;  
and

    a gaming application operable in connection with the processor and the memory  
to:

        generate a game outcome;

        determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure;

wherein the gaming application is further operable to:

    a. compare a displayable game element with a match rule in the set of match rules;

    b. if the displayable game element matches a match rule, then:

remove the displayable game element from the set of displayable game elements to form a reduced set of displayable game elements;

remove the match rule from the set of match rules to form a reduced set of match rules, execute tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and

c. determining that each match rule has been matched when no rules remain in the reduced set of match rules.

Please replace Claim 26 with the following:

A non-transitory computer-readable medium having computer executable instructions stored thereon for performing operations for evaluating a game outcome on a gaming machine, the operations comprising:

receiving a game rules script, the game rules script comprising text defining a set of displayable game elements used in the wagering game, the text further defining one or more rules to determine a set of winning outcomes in terms of one or more of the set of displayable game elements;

parsing the game rules script into a game rules data structure;

generating a game outcome, the game outcome including selected elements of the set of displayable game elements; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with evaluation of the selected elements against

the one or more rules provided by the game rules data structure by repeating, until all rules are compared:

comparing the selected elements against the one or more rules provided by the game rules data structure; and

removing a matching rule from the one or more rules and removing matching elements from the selected elements responsive to matching of the matching elements and the matching rule.

Please replace Claim 27 with the following:

The non-transitory computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a card game.

Please replace Claim 28 with the following:

The non-transitory computer-readable medium of claim 27, wherein the card game comprises a poker card game.

Please replace Claim 29 with the following:

The non-transitory computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a dice game.

Please replace Claim 30 with the following:

The non-transitory computer-readable medium of claim 26, wherein the dice game comprises a poker-style dice game with five dice.

Please replace Claim 31 with the following:

The non-transitory computer-readable medium of claim 26, wherein each winning outcome in the set of winning outcomes is defined by a set of match rules, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one of the selected elements.

Please replace Claim 32 with the following:

The non-transitory computer-readable medium of claim 26, wherein the displayable game elements comprise one or more playing cards.

Please replace Claim 33 with the following:

The non-transitory computer-readable medium of claim 26, wherein the displayable game elements comprise one or more dice.

Please replace Claim 34 with the following:

A non-transitory computer-readable medium having computer executable instructions stored thereon for performing operations for evaluating a game outcome on a gaming machine, the operations comprising:

receiving a game rules script, the game rules script comprising text defining a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of winning outcomes in terms of one or more of the set of displayable game elements;

parsing the game rules script into a game rules data structure;  
generating a game outcome; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure;  
wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one displayable game element;

wherein determining if each match rule in the set of match rules for a winning outcome matches at least one displayable game element includes the tasks of:

a. comparing a displayable game element with a match rule in the set of match rules;

b. if the displayable game element matches a match rule, then:

removing the displayable game element from the set of game elements to

form a reduced set of displayable game elements, removing the match rule from the set of match rules to form a reduced set of match rules, executing tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and

c. determining that each match rule has been matched when no rules remain in the reduced set of match rules.

Please replace Claim 37 with the following:

The non-transitory computer-readable medium of claim 26, wherein each winning outcome in the set of winning outcomes is associated with a payout amount.

***Allowable Subject Matter***

The following is an examiner's statement of reasons for allowance: The prior art does not teach or suggest the limitation pertaining to a comparing a displayable game element with a match rule in the set of match rules, if the displayable game element matches a match rule, then: removing the displayable game element from the plurality of displayable game elements to form a reduced set of displayable gaming elements, removing the match rule from the set of match rules to form a reduced set of match rules, executing tasks a and b on the reduced set of displayable gaming elements

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

***Conclusion***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to JEFFREY WONG whose telephone number is (571)270-3003. The examiner can normally be reached on M-F 11:30am-8:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter Vo can be reached on (571) 272-4690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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